

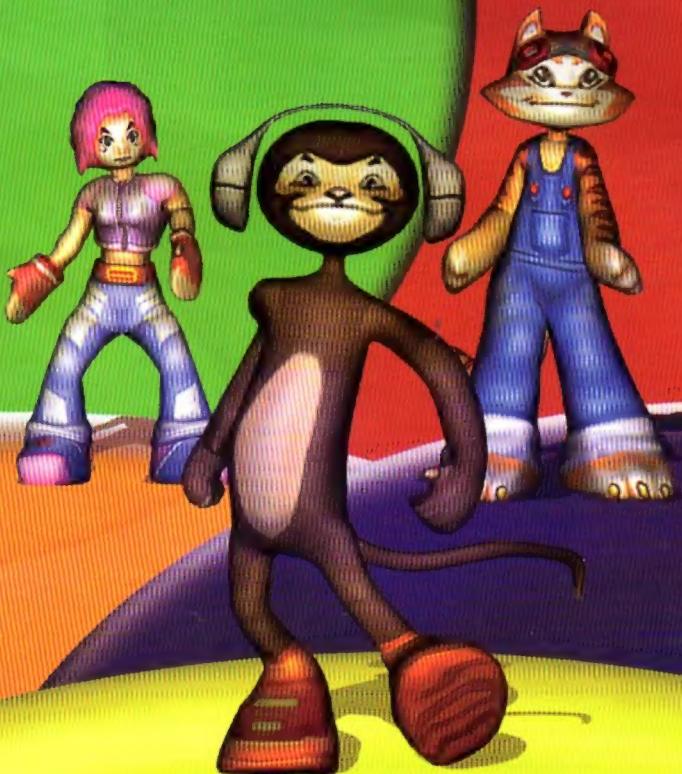
jaleco
ENTERTAINMENT

SUPER BUBBLER POP



NINTENDO
GAME CUBE

INSTRUCTION BOOKLET



www.jaleco.com

Jaleco Entertainment
119 W. Tupper Street
Buffalo, New York 14202

PRINTED IN USA

EmuMovies

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**

1 Player



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT

EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

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SUPER BUBBLE POP

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GETTING STARTED

Using the Nintendo GameCube™

- Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ instruction booklet.
- To save your game data you will need a Nintendo GameCube™ Memory Card. Insert the Memory Card correctly into Memory Card Slot A (Super Bubble Pop does not use Memory Card Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.
- You will need 1 free block of memory to save your game data on your Memory Card.
- Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and delete a Memory Card file.
- Press the OPEN Button to raise the Disc Cover, correctly place the Super Bubble Pop™ Game Disc into the Nintendo GameCube™, and close the Disc Cover.
- Press the POWER Button to turn on the Nintendo GameCube™.

Avoiding Damage to the Nintendo GameCube™ Game Disc or the Optical Disc Drive

- Insert only Nintendo GameCube™ Game Discs in the console.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not apply labels, stickers or other foreign objects to Game Discs.

CONTROLS



MENU CONTROLS

Confirm Choice/Move Music Track	A Button
Go Back to Previous Menu	B Button
Delete Music Track	X Button

GAME CONTROLS

Move Popper	Control Stick / + Control Pad
Fire Bubble	A Button
Fire Special	B Button
Fire Super Attack	X Button
Pause/Resume	START

GAME OVERVIEW

Super Bubble Pop is a bubble based action puzzler game where the idea is to quickly and efficiently clear the grid of bubbles to advance to the next stage while gaining as many points as possible.

You are given a sequence of bubbles, which can be fired down the grid to make lines of three or more bubbles of the same color that will then pop. Matching lines of colored bubbles is an all-important factor of Super Bubble Pop.

How to Pop Bubbles

Bubbles can be burst along the horizontal or vertical by creating any lines of three or more adjacent bubbles of the same color.

As the bubbles are popped, the height of the bubble columns is lowered, and with it any Special Bubbles. When special bubbles hit the grid they roll towards the popper to be collected.

The more bubbles popped at once, the greater the points gained. Setting off a chain-reaction of bubbles popping will earn you additional bonus points.

Special Bubbles

Special bubbles can be collected when they drop from the top of bubble stacks. They are clear colored plasma balls that in times of trouble can be fired to create devastating blows to the bubbles advancing on the grid.

Game Over

The game ends when the Bubble Wall reaches your chosen popper. If you have managed to achieve a High Score, you are taken to the High Score Table where you can record and save your best results.

MAIN MENU

Start Game

To start a game of *Super Bubble Pop*, select **Start Game** on the Main menu screen. Then choose either a single player game, or a multiplayer game.

Next select which DJ Popper you want to use on the bubble grid, then finally which difficulty setting to start playing at.

Happy Popping...

Jukebox

The Jukebox screen is divided into two boxes. The left box shows you the tracks available and the right box displays the current play-list. A maximum of 13 tracks can be selected.

Press down on the **+Control Pad** or **Control Stick** to navigate the list of tracks. Pressing the **A Button** will add the currently highlighted track to the play-list. You can switch between the list of tracks and play-list by pressing left or right on the **+Control Pad** or **Control Stick**.

To change the position of a track in the play-list, move the highlight to the track you want to move and press the **A Button**. Next move the highlight to a new position and press the **A Button** again to drop the track into place. To delete a track from the play-list, just highlight it and press the **X Button**.

Options

This allows you to adjust your game controls, game settings, music and sound effect levels as well as bubble skins and different backgrounds for fully customizable visual options.

High Scores

This is your chance to view the names and scores of the top Bubble Poppers for the **Chilled**, **Groovin'** and **HardCore** difficulty settings!

DJ POPPERS

A crazy collection of characters are waiting inside for their chance to become the ultimate popper. You are given the chance to pick from one of five characters each with their own unique super special attack. On starting the game, only the Mighty C-29 Robot, the Lovely Vix and Blu Boy are available; the other two characters are unlocked by playing the harder levels.



The Mighty C-29 Robot has been Super Bubble Pop champion for as long as people can remember. Armed with his devastating Pulse Wave he rules the grid.

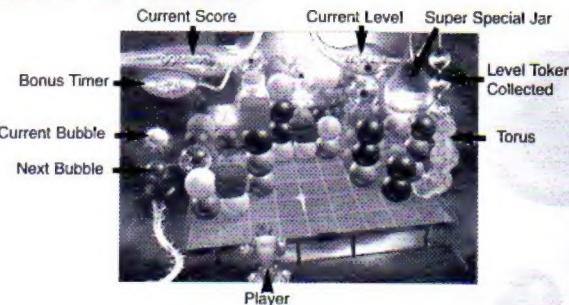


The Lovely Vix. Known as the queen of popping she is as fast as she is beautiful. Her hidden Tack Attack is sure to come up trumps.



The Blu Boy of popping, he's as cool as he is calm. When the grid heats up he's sure to Shrink Wrap you in a blanket of cold.

PLAY SCREEN



Torus



The Torus displays the current Special Attack level that you have gained so far.

Each time a Special Bubble is collected, the icon within the Torus rotates and the new Special Attack is highlighted.

Each Special Bubble collected raises the highlighted Special Attack by one step.

Bonus Timer

If you manage to complete a level quickly you will get a timer bonus for any remaining seconds on the clock. If the timer runs out you will receive no bonus, and worse still, on certain Hardcore levels the game will be over!

Special Jar

Each character has their own favorite bubble color. When your character pops their favorite bubble, color energy is transferred into the special jar. When the jar is full it will glow letting you know that you can launch a powerful Super Special Attack.

Graphic Equalizer

A graphic equalizer plays at the back of the grid. When a new attack wave is required, the columns selected by the pattern will be filled with bubbles based on the height the equalizer bar for that column. Every few seconds, a new wall is generated with a new bubble pattern.

BUBBLE TYPES

Play Bubbles



These are the normal play bubbles, which will be popped when three or more are lined up together. At easy levels you are presented with only three different colors to mix and pop. At higher levels you can expect the full spectrum of five colors to deal with.



Extra Time Bubble

The extra time bubble adds more time to your level timer increasing the amount of bonus points available to collect when the level is completed.



Level Star

Level Stars are a quick way of completing the level. Collect three of these to complete easy levels. More may be needed to complete harder levels.



Special Bubble

Each special bubble collected rotates the Torus bar one level, which allows more powerful attacks to help you devastate the bubbles on the grid.



Blocker

The concrete block is an obstacle that can work in your favor or against you. It will stop any bubbles you fire down the lane it occupies but also blocks advancing bubbles. It remains in place for a period of time and then disappears allowing you to collect any specials behind it. Concrete blocks can be destroyed with five shots. Other blocks may require more shots to destroy them.

SPECIAL ATTACKS



Flip Column

Flips the column releasing any power-ups that were on top of the column.



Freeze Row

Freezes the row it hits for 10 seconds.



Color Swap

Changes all bubbles of the current color to that of the Special Bubble.



Rainbow

Cycles through the colors as it is fired. Changes bubbles to rainbow colors allowing them to be burst by any colored bubble.



Bowling Ball

Travels through all bubbles on the gridline it's fired down, bursting them regardless of color.



Power Burst

Randomly bursts bubbles on screen 1 bubble per second for 10 seconds.



Zap Same Color

Bursts all bubbles the same color as the one it hits. For example, if it hits a blue bubble, all the blue bubbles will be burst.



3X3X3 Destroy

On impact, bursts all bubbles of any color on the X, Y and Z axes.



Earthquake

Bursts a great many bubbles all over the grid as it shakes the whole grid.

DIFFICULTY SETTINGS

Training

This mode is aimed at beginners. It allows you to pick up the basics of Super Bubble Pop. Using simple bubble attack patterns, with only two bubble colors and slower bubble wall advancement this should be a breeze.

A help aid is included called "easy aiming", which highlights the bubbles that will form a three or more bubble sequence with the current bubble color.

Chilled

This mode uses more complex bubble patterns and includes another color so there are three colors to pop.

Groovin'

This mode adds another color making four different colors to match and pop. Bubbles move forward from the equalizer quicker and play becomes more frantic. The easy aiming help aid is now turned off.

HardCore

Another color is added making a total of five. Bubble wall movement and spawning will be quicker than anything seen in the previous levels! Other features such as concrete blocks will appear much sooner, making play more difficult. As the title implies – this is for hardcore gamers only!

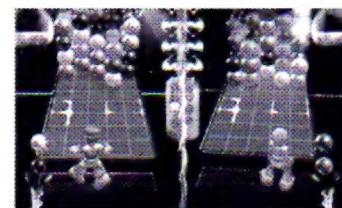
PICK UPS

Special Bubbles – On Training and Chilled levels, these bubbles home in on your popper and are automatically collected. You must collect them yourself on Groovin' and Hardcore levels, otherwise they will fall off the grid.

Level Stars – These are automatically collected no matter which level you're playing.

Extra Time Bubbles – These must always be collected; otherwise they will fall off the grid.

MULTI-PLAYER MATCHES



The multi-player game differs somewhat from single play, as the bubble popping is now head-to-head. The fastest popper wins.

Handicaps

Skill levels can be equalized by handicapping experienced players. Setting the skill level higher requires the handicapped player to collect more level tokens to complete their level.

Match Point

Match points allow you to choose how many rounds are going to be played. The winner is the player with the highest number of wins over the rounds played.

2 Player Specials

The 2-player game includes special attacks that are not normally accessible during the single player game. These specials can have strange and impressive effects!



Slow Fire

Temporarily slows the opposition's rate of fire.



Teleport Column

Any column hit will appear on the other player's bubble wall.
(Replacing the column already there.)



Two's Company

Create havoc by jumping over to the other player's side. Any bubbles fired will push up the columns before the player is returned to their own side.



Swap Play Area

Swaps your entire play area with your opponent's!

CREDITS

Published By Jaleco Entertainment

President – Dick Wnuk

Studio Director – Paul Meegan

Producer – Quincy Roach

Developed By Runecraft

Programming –

Dave Chapman; Dino

Lead Artist – Rick Stirling

Animation – Ian Deary

John Saull

James Roberts

Paul Humphreys

Anthony Martin

Design – Bob Hands

Producer – Mick Waites

Lead Tester – Tom Armstrong

Testers – Jonathan Bell

Wez Foster

Michael Barlow

Steve Garnham

Greg Ellis

Tim Wilson

Richard Hanheran

John Feather

Paul Tracey

QA Manager – Mark Hooley

Animation Dept Manager –

Jon Harrison

Art Manager – Derek Ham

Head Of R&D – Steve Caslin

R&D – Tom Kuhn

Richard Gatehouse

Paul Tankard

Richard Palmer

Design Dept Manager –

Dave Lago

Creative Dept Manager –

Andy Sutcliffe

Sound Dept Manager –

Kevin Saville

VP Development – Dave Lee

VP Marketing – Adele Callan

VP of Business Development –

Darren Melbourne

C.O.O. – Andrew Wall

C.E.O. – Kevin Devine

Thanks To –

Tom Kuhn

Andy Sutcliffe

Dave Tolley

Bill Newsham

Adrian Gray

Wez Foster

Limited Warranty

Warranty

Jaleco Entertainment warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement, or limited damages) is your exclusive remedy.

Limitations

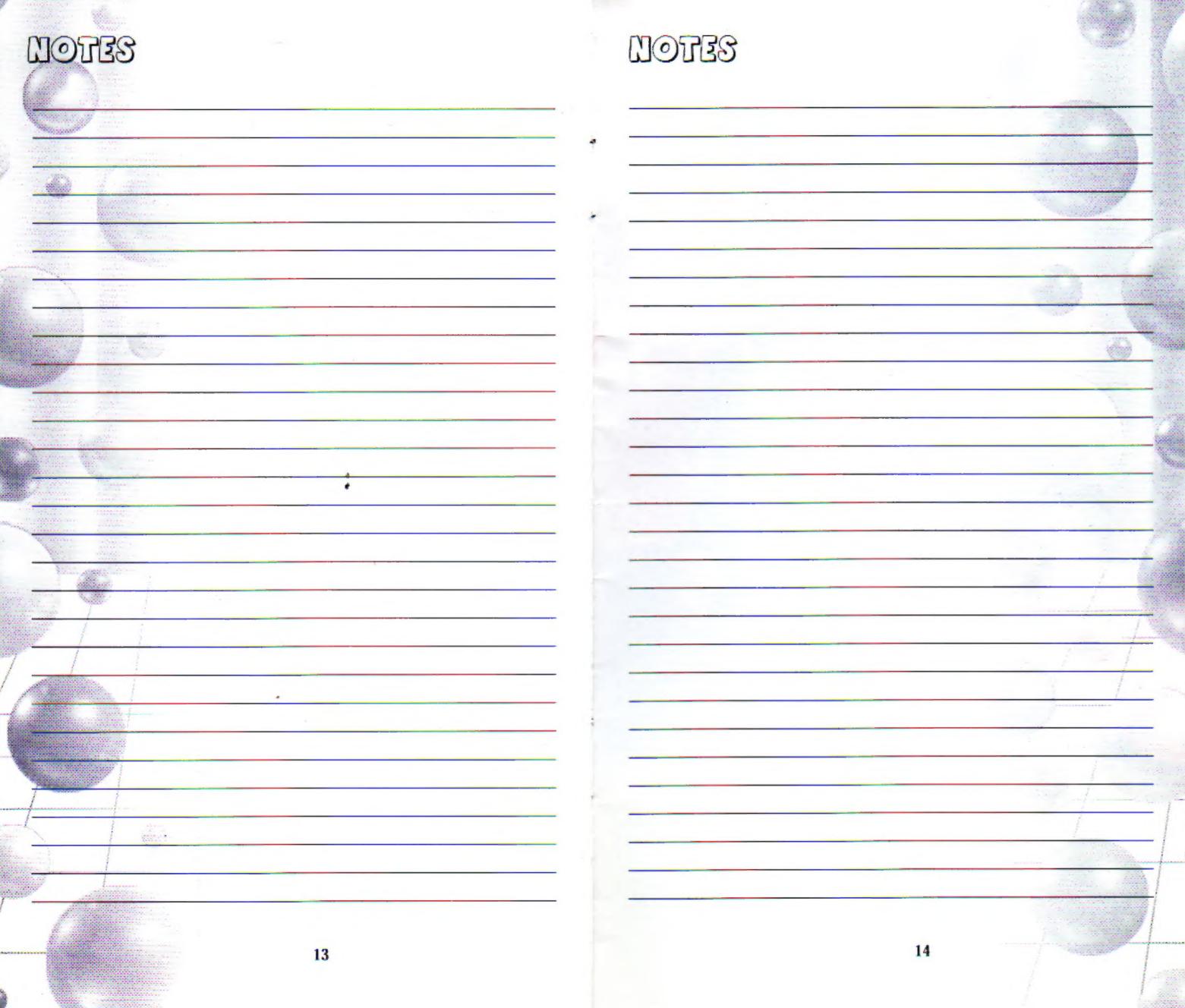
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For questions regarding this warranty contact your retailer or Jaleco Entertainment at:

For Game Technical Support 1-720-563-4263 (GAME)

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NOTES



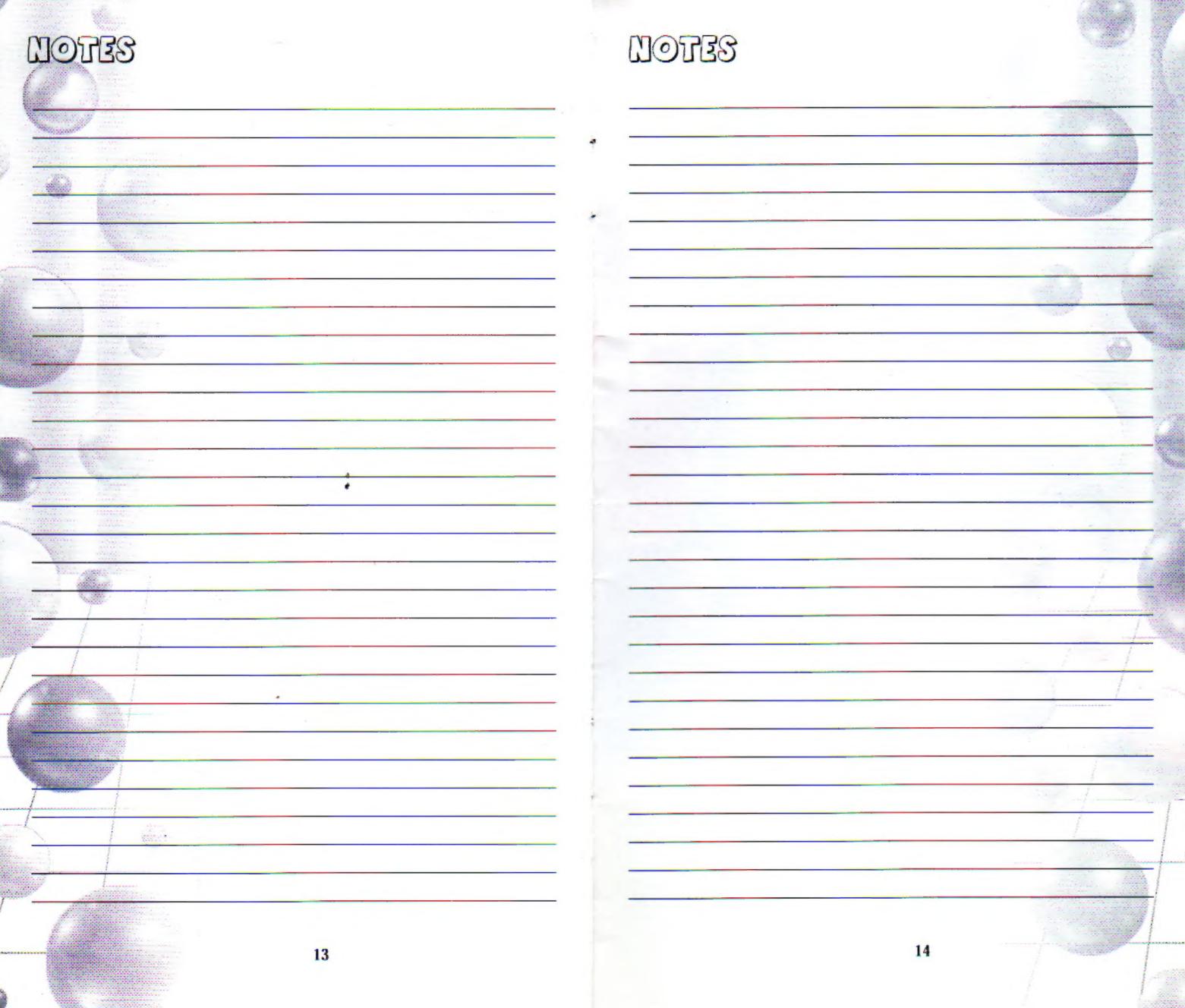
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- Bottom line: thin blue line

There are approximately 10 sets of these lines spaced evenly down the page.

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